

CLAIMS

What is claimed is:

- 1 1. Method of conducting a game, comprising
- 2 (A) providing a game controller
- 3 (B) such game controller providing a first set of contest elements for such
- 4 game in which such first set includes a plurality of contest elements having a surface area
- 5 with playing indicia on such surface area;
- 6 (C) displaying by such game controller all elements of such first set of
- 7 contest elements to a player of the game;
- 8 (D) permitting such player to select a plurality of elements from such first
- 9 set of elements for play of the game;
- 10 (E) establishing a table of values for matching such selected contest
- 11 elements, based on the number of elements selected;
- 12 (F) such controller providing a sufficient number of additional sets of
- 13 contest elements, such additional number of sets being equal to the number of elements
- 14 selected by such player for play of the game, and with each such additional set being
- 15 identical to such first set of elements;
- 16 (G) randomly selecting, by such controller, one element from each of such
- 17 additional sets of elements;
- 18 (H) comparing such randomly selected elements to such user selected
- 19 contest elements obtained in Step (D); and
- 20 (I) evaluating the number of matched contest elements selected by such
- 21 player against such table of values.

1 2. The method of Claim 1, in which the number of contest elements in such first
2 set is at least ten.

1 3. The method of Claim 2, in which such player selects at least two elements
2 from such first set of contest elements.

1 4. The method of Claim 3, in which such player selects no more than eight
2 elements from such first set of contest elements.

1 5. The method of Claim 4, in which such playing indicia comprise
2 representations of numerals 0, 1, 2, 3, 4, 5, 6, 7, 8, 9.

1 6. The method of Claim 5, in which such game controller is selected from the
2 group consisting of:

3 a) electronic video game machines;

4 b) mechanical game machines;

5 c) computers;

6 d) hand-held mechanical devices; and

7 e) hand-held video devices.

1 7. The method of Claim 5, further comprising the steps of:

2 (J) permitting such player to place a wager on each possible matching
3 outcome; and

4 (K) paying, by such controller, the player having a winning combination of
5 contest elements, as determined by the table of values according to the player's wager.

1 8. The method of Claim 7, in which such game controller is selected from the
2 group consisting of:

- 3 a) electronic video game machines;
4 b) mechanical game machines;
5 c) computers;
6 d) hand-held mechanical devices; and
7 e) hand-held video devices.

1 9. A device for playing a game according to claim 5 selected from the group
2 consisting of:

- 3 a) electronic video game machines;
4 b) mechanical game machines;
5 c) computers;
6 d) hand-held mechanical devices; and
7 e) hand-held video devices.

1 10. A device for playing a game according to claim 7 selected from the group
2 consisting of:

- 3 a) electronic video game machines;
4 b) mechanical game machines;
5 c) computers;
6 d) hand-held mechanical devices; and
7 e) hand-held video devices.

1 11. A game according to the method of Claim 1.

1 12. A game according to the method of Claim 5.

13. A game according to the method of Claim 7.

14. A slot machine comprising:

(A) game initiating means to initiate a game on the machine;

(B) display means disposed to display the game being played on the machine wherein such display means is arranged to display a plurality of elements having indicia, each indicia being associated with a symbol; and

(C) game control means responsive to the initiating means to control the playing of the game, wherein the control means permits a player to select a number of elements, such control means randomly selects an equal number of elements and compares the indicia on such player selected elements to the indicia on such randomly selected elements and awarding a prize to the player in the event that one or more such user selected elements matches such randomly selected elements.

15. The slot machine of Claim 14, wherein the display means comprises a touch sensitive video screen and the player selects indicia by touching areas of the screen on which the selected indicia are displayed.

16. The slot machine of Claim 14, including buttons indicating grid reference on the display such that indicia positions may be selected by the player pressing buttons.

17. The slot machine of Claim 14 wherein the display is a mechanical or electromechanical device.

18. The slot machine of Claim 14, wherein the display means is a set of rotatable reels.

1 19. An electronic system for playing a slot machine game having a plurality of
2 play options wherein a win or a loss is determined after each play of the game, the system
3 comprising:

4 (A) a game enclosure, the enclosure including a player interface means for
5 at least one player to physically interact with the system;

6 (B) bet value entry means for generating a bet value signal to the system,
7 the bet value signal representing an amount of a bet placed by a player;

8 (C) player display means for visually indicating to the player a set of
9 elements having indicia thereon;

10 (D) player selection means for selection by the player of a plurality of
11 elements from such set of elements;

12 (E) game control means responsive to such player selection means,
13 wherein such control means randomly selects from such set of elements having indicia
14 thereon an equal number of elements; and

15 (F) processor means for comparing the indicia on such player selected
16 elements to the indicia on such randomly selected elements and awarding a prize to the
17 player in the event that one or more such user selected elements matches such randomly
18 selected elements, the processor means being electrically connected to the player display
19 means, to the player selection means, to the bet value entry means, and to the game
20 control means.